



CONCACAF CHAMPIONS LEAGUE REGULATIONS

2009/2010

The CONCACAF Champions League is CONCACAF's Premier Event for Clubs and serves as the Qualifying Tournament for the FIFA Club World Cup.

2009-2010
Edition -
ENGLISH

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1 The Competition: Name, Frequency and Awards

- 1.1 The CONCACAF Champions League (CCL) is an official event of the Confederation of North, Central American and Caribbean Association Football.
- 1.2 Clubs affiliated to Member Associations of CONCACAF in good standing are invited to participate in the CCL on the basis established herein.
- 1.3 Any rights relating to the CCL that these regulations do not specifically grant to a participating team or Member Association shall belong to CONCACAF.
- 1.4 CONCACAF will organize the CCL every year.
- 1.5 The Champion of the CCL shall be entitled to be referred to as “CONCACAF Club Champion” and will represent CONCACAF in the FIFA Club World Cup and/or other properly constituted competitions requiring the participation of the CONCACAF Champion Club for a given year, if called upon to do so.
- 1.6 The CCL Champion will receive a trophy from CONCACAF for its permanent possession and will also receive 50 medals.
- 1.7 The CCL Runner-Up will receive 50 medals.

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2 The Competition: Format and Structure

2.1 All games in the CCL shall be evening games and teams agree to play on the dates and at times determined by CONCACAF.

2.2 The CCL shall consist of three phases. The three phases shall be named and structured as follows:

2.2.1 Phase 1: Preliminary Round

- a. This phase will consist of sixteen teams (eight pairs) playing a knockout series of two games on a Home and Away basis or, at CONCACAF's sole discretion, as a sudden-death single elimination game.
- b. A draw shall be conducted to determine the pairings of teams.
- c. The draw will be conducted in such a way as to ensure two teams from the same member association will not play each other in the Preliminary Round.
- d. In the event any "wildcard" teams enter the event, such teams may be drawn to play against teams from their own country.
- e. Wildcard teams are any teams entered into the event, at the sole discretion of the CONCACAF Executive Committee, above and beyond those teams ordinarily qualified to enter the event as defined in Appendix A to replace another team.
- f. Teams winning their Preliminary Round series will proceed to Phase 2 of the CCL.
- g. Teams losing their Preliminary Round series will be eliminated from the CCL.
- h. In the event the two teams are tied on aggregate score at the end of Regulation time of the 2nd Leg match or a single elimination game, the tie-breaker criteria, as specified in Section 2.3 these regulations, will be applied to determine the winner.

2.2.2 Phase 2: Group Stage

- a. Sixteen teams will participate in the Group Stage.
- b. The sixteen shall consist of eight teams seeded directly to the Group Stage and the eight teams which have qualified for the Group Stage from the Preliminary Round in the manner previously described in Section 2.2.1.
- c. Teams will be placed or drawn into four Groups consisting of four teams.
- d. The draw will be conducted in such a way as to ensure that two or more teams from the same association will not play in the same Group.

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- e. In the event any “wildcard” teams enter the event, such teams may be drawn to play against teams from their own country.
- f. Wildcard teams are any teams entered into the event, at the sole discretion of the CONCACAF Executive Committee as a replacement for another team, above and beyond those teams ordinarily qualified to enter the event as defined in Appendix A.
- g. Teams will play each opponent in their Group twice; once at home and once away.
- h. Teams will be awarded three points for every game they win and one point for every game they draw. No points will be awarded for games lost.
- i. At the end of the Group Stage, teams are ranked within their Group based on the total number of points accumulated in Group play.
- j. In the event more than one team has accumulated the same number of points, the tie-breaker criteria, as specified in Section 2.3 of these regulations, will be applied to determine ranking within the Group.
- k. The teams ranked first and second in each Group will proceed to Phase 3 of the CCL.
- l. The teams finishing third and fourth in each Group will be eliminated from the event.

2.2.3 Phase 3: The Championship Stage

- a. Eight teams will qualify for The Championship Stage from the Group Stage in the manner previously described in Section 2.2.2.
- b. The Championship Stage shall consist of three rounds of games as follows; a Quarterfinal Round, a Semifinal Round, and a Final Round.
- c. A draw shall be conducted to determine the Quarterfinal pairings of the teams and the entire bracket for the Championship Stage and the order of matches
- d. The four teams ranked first in the Group Stage (the Group Winners) will be drawn to play against one of the four teams ranked second in Group Stage (the Group Runners-up) in the Quarterfinal Round.
- e. Teams which qualified from the same Group may not be drawn to play each other in the Quarterfinal Round but may be drawn to play each other in the Semifinal Round or Final Round should they advance.
- f. Teams from the same Member Association may play each other in any round of the Championship Stage.
- g. In each round, teams will play their opponent once at home and once away.

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- h. In the Quarterfinal Round the four Group Winners will play the first leg away from home and the second leg at home.
- i. The order of home and away matches for the Semifinal and Final Round will be determined by draw at the time of the draw to determine the brackets for the Championship Stage.
- j. The winner of each Quarterfinal will proceed to the Semifinal Round with the loser of each Quarterfinal being eliminated.
- k. The winner of each Semifinal will proceed to the Final Round with the loser being eliminated.
- l. The winner in the Final shall be deemed the winner of the CCL with the loser being deemed the runner-up of the CCL.

2.3 Tie-Breaker Procedures

In the event two teams are tied on aggregate goals scored at the end of Regulation time in the 2nd Leg (Preliminary Round or Championship Stage) or on points (Group Stage) the following tie-breaker criteria shall be applied, in order, to determine the winning team or ranking of teams.

Phase 1: Preliminary Round and Phase 3: Elimination Round

- Greater aggregate number of away goals scored in regulation time in the two matches (excluding any goals scored in overtime)
- Greater number of goals scored in the overtime periods at the end of the second match
- Kicks from the Penalty Spot procedure (as per FIFA Laws of the Game)

Phase 2: Group Stage

- Greater number of points earned in matches between the teams concerned
- Greater goal difference in matches between the teams concerned
- Greater number of goals scored away from home in matches between the teams concerned
- Reapply first three criteria if two or more teams are still tied
- Greater goal difference in all group matches
- Greater number of goals scored in group matches
- Greater number of goals scored away in all group Matches
- Drawing of lots

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3 The Competition: Entries and Withdrawals

Entrance Criteria

- 3.1 Member Associations, or Regional Associations, in the case of the Caribbean Football Union (CFU) and its members, of CONCACAF will enter teams into the CCL in accordance with Appendix A of these regulations.
- 3.2 Appendix A may be amended, from time to time, at the discretion of the CONCACAF Executive Committee.
- 3.3 Additionally the CONCACAF Executive Committee may determine the right of entry of any other team.
- 3.4 The specific entry criteria for each Member Association, or Regional Association in the case of the CFU, shall be agreed between CONCACAF and the Member Association or Regional Association in question.
- 3.5 In the event of any disagreement in establishing or applying the entry criteria, CONCACAF may determine and apply the entry criteria at its sole discretion.
- 3.6 As a matter of principle, teams shall earn the right to be entered by their National Association in the CCL through fair competition and sporting merit, usually through the existing national championship of the member association in question.
- 3.7 The CCL title-holder (or the CONCACAF Champions Cup Champion in the case of the first edition of the CCL) is not guaranteed entry to the event.
- 3.8 Upon entering the CCL teams agree to:
 - a. Ensure that its regular home venue meets the criteria established in these Regulations
 - b. Participate with its first team in any and all games
 - c. Play all games scheduled for the team in accordance with these Regulations
 - d. Play games on dates and at times determined by CONCACAF
 - e. Provide to CONCACAF any requirements defined in these Regulations
 - f. Submit a completed participation agreement, provided by the CONCACAF Secretariat, by such date as is required
 - g. Agree that the club itself as well as all players, staff and officials respect the decisions, regulations and statutes of the CCL and of CONCACAF and its Executive Committee

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- h. Agree that the club itself as well as its players, staff and officials will respect the jurisdiction of the Court of Arbitration for Sport in Lausanne as defined by the CONCACAF and FIFA Statutes.

Non-entry and Withdrawals

- 3.9 In the event that a member association, or the CFU, does not properly enter an eligible team or teams into the CCL, or is unable to meet the minimum criteria established in these Regulations (considered “non-entry”) then the CONCACAF Executive Committee shall decide at its sole discretion what to do with the vacant space(s) in the CCL. This decision may include providing for alternative team(s) from any member association(s) in question (or from CFU), providing for an alternate team from a different member association(s), or leaving a space vacant and granting a “bye” to their opponent. This clause shall also apply in cases where any member association is not currently in good standing.
- 3.10 Once having entered the CCL, participating teams must meet all of their obligations including participating in all matches. Failure to participate in any game may be considered by the CONCACAF Executive Committee, at its sole discretion, as withdrawal from the event. Withdrawal may have a serious impact on the integrity of the event and as such the penalties as specified below will apply except in cases of force majeure or unforeseen circumstances deemed acceptable by the CONCACAF Executive Committee.
- 3.11 The following fines shall apply in the case of withdrawal of a team. If withdrawal occurs:
 - a. After entering the tournament but before the day of the draw for the Preliminary Round: A fine of \$5,000 plus a forfeiture of any entry fees.
 - b. On or after the day of the draws for the Preliminary Round and Group Stages but prior to any Preliminary Round game having been played (involving any teams): A fine of \$7,500 plus a forfeiture of any entry fees.
 - c. After the commencement of the Preliminary Round but prior to the day of the first Group Stage games: A fine of \$10,000 plus a forfeiture of any entry fees.
 - d. After the commencement of the Group Stage but prior to the day of the draw for the Championship Stage: A fine of \$15,000 plus a forfeiture of any entry fees.
 - e. At any point after the draw for the Championship stage: A fine of \$20,000 plus a forfeiture of any entry fees.
- 3.12 In the event that a team, in the view of the CONCACAF Executive Committee, fails to report properly for, to commence, or to complete, any game in the

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CCL, then the opponent of that team shall be deemed to have won 3-0 (or more in the case of an abandoned match where the other team has already reached a higher score at the time their opponent abandoned the game) regardless of whether the non-playing team is subsequently deemed to have withdrawn from the event.

- 3.13 Failure to play or complete any specific game does not necessarily release a team from its obligation to play in any other games as may be scheduled in the CCL. This clause shall apply except in cases of force majeure or unforeseen circumstances deemed acceptable by the CONCACAF Executive Committee.
- 3.14 Depending on the circumstances and the decision of the CONCACAF Executive Committee, a team that withdraws at any stage of the competition may be ordered to reimburse the particular Local Organizing Committee, the opposing team or teams (in the Group Stage) and CONCACAF and any expenses that they have already incurred as a result of its proposed involvement or non-involvement in the competition and also pay compensation for any damages or losses arising from its withdrawal. This is in addition to any fines imposed above.
- 3.15 Penalties specified in the previous Article will not be applied in cases of force majeure, as verified by the Executive Committee of CONCACAF.
- 3.16 The Member Association of any penalized team shall be responsible for ensuring that specified sanctions are carried out and complied with.
- 3.17 Failure of the CCL Champion to participate in the FIFA Club World Cup, providing it is played, shall result in a fine of \$100,000 payable to CONCACAF regardless of any further sanction properly applied by FIFA.

Replacement of withdrawn teams

- 3.18 The CONCACAF Executive Committee shall decide at its sole discretion whether to replace teams that withdraw at any stage and on what basis such a replacement may occur.

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4 The Competition: Responsibilities and Financial Regulations

- 4.1 CONCACAF shall be responsible for organizing the CCL.
- 4.2 CONCACAF shall, among other matters, be responsible for:
 - a. Supervising general preparations, deciding on the tournament format, the draws and forming the pairings and the groups
 - b. Determining dates and times of games and confirming venues
 - c. Appointing any match commissioners, referee assessors, Technical Study Group, security officers or doping control officers
 - d. Deciding which laboratories will carry out any doping analyses
 - e. Dealing with breaches of the doping regulations
 - f. Deciding which games will be subject to doping tests
 - g. Selecting the official football and the stipulated technical material
 - h. Organizing and coordinating the Post Match Ceremony immediately following the 2nd Leg Match of the Final Round.
- 4.3 CONCACAF's decisions shall be final
- 4.4 CONCACAF shall pay to each away team a lump-sum payment, of an amount advised separately, per away game as a contribution to the costs of playing such away games. CONCACAF shall also reimburse the teams for specific expenses incurred on behalf of CONCACAF (e.g. Travel and Per Diems of the Match Commissioner, Referees and other CONCACAF designees). No other payments will be made by CONCACAF in respect of any costs incurred by teams participating in the CCL.
- 4.5 Specifically, any team permitted or required, under the terms of these Regulations, to play a home game in a stadium not ordinarily their own, does so at entirely its own cost.
- 4.6 Upon entering the competition, all teams shall, at their cost, be responsible for:
 - a. Complying with the Laws of the Game as issued by IFAB
 - b. Respecting the principles of Fair Play
 - c. Complying with these Regulations, including any appendices, in full
 - d. Complying with such policies as may be distributed by CONCACAF in the organization of the competition
 - e. The behavior of its players, staff, officials and other members of its delegation

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- f. Providing adequate health and travel insurance coverage for its full delegation
- g. Returning any and all information requested by CONCACAF in the manner and by the dates specified
- h. Applying for visas in good time from the diplomatic mission of the countries to be visited, as necessary
- i. Attending press conferences and other official media activities organized by CONCACAF in a timely manner.

4.7 Home Team Responsibilities

Additionally, the home teams shall:

- a. Specifically, provide a venue that is in compliance with the minimum standards established in these Regulations or any Policies circulated by CONCACAF
- b. Provide for the local transportation of the designated CONCACAF Officials and Match Officials
- c. Provide for the local hotel rooms and meals for the designated CONCACAF Officials and Match Officials
- d. Provide whatever local information as may be reasonably requested by their visiting opponent in a timely manner
- e. Provide a team liaison who will be responsible for and available to the visiting team throughout their stay. The Liaison must:
 - i. Speak the same language as the visiting team
 - ii. Advise the visiting team of recommended hotels and which hotel is being used by the match officials.
 - iii. Meet the team upon arrival at the airport and accompany the team to trainings and to the matches.
 - iv. Assist the visiting team with special requests such as arranging special menus at their hotel, arrange and/or provide transportation to and from the Match Coordination Meeting for the team members.
 - v. Make certain the visiting teams is provided with the required locker room provisions as outlined in f.i below.
 - vi. Make certain that the match field is available for the visiting team's required one-hour training the day before the match at the kickoff time if requested and if the field is not available due to weather related issues, that a quality training ground of the same surface as the match field is available to the team. NOTE: for artificial fields, visiting teams are permitted two one-hour trainings.
 - vii. Confirm that the local team has proper insurance for the training fields.

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- viii. Confirm the seating arrangements for the Visiting Team VIPs as outlined in f.ii below.
- ix. Make certain the visiting team locker room at the stadium is cleaned and ready and that access to the stadium for the pre-match training and the match is coordinated and confirmed.
- x. Make certain that the police escort (unless otherwise agreed it is not necessary) is arranged and on time.
- xi. Assure that the ball kids collect any balls kicked into the seating areas during warm-up.
- f. Provide the following for the visiting team during their stay:
 - i. Locker Room Supplies
 - 1. 30 Towels in their locker room on match day
 - 2. 3 cases of water
 - 3. 2 cases of Gatorade, Powerade or other acceptable hydration beverage for training and the match
 - 4. Minimum of 10 bars of soap in the locker room
 - 5. Coffee and tea in the locker room (if requested)
 - ii. VIP Seating - Seats in a private, secured area in the best available location in the stadium.
 - iii. Match Tickets - Provide the tickets as required by these Regulations by no later than the Match Coordination Meeting.
 - iv. Match Credentials - provide the proper credentials to enable them to access the stadium areas required for their training session and on match day.
- g. Guarantee law and order as well as safety in the stadium in collaboration with the relevant authorities
- h. Undertake and arrange adequate liability insurance coverage with respect to the stadium in which the game is to be held, shall add CONCACAF and its CCL marketing partners as an "Additional Insured" party in the policy and shall provide CONCACAF with a copy of such policy.
- i. Shall make facilities available to the match commissioner for him to carry out his duties including but limited to a fax machine at or near the stadium for him to send the match reports to CONCACAF immediately following the match.
- j. Provide a minimum of 10 ball kids for each match. The ball kids must be 14 years of age or older and are required to:
 - i. Assist the two teams in gaining the return of balls kicked into the seating areas during in warm-up prior to the game or during the game.
 - ii. Concentrate on the match at all times.

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- iii. Be prepared to provide a replacement ball without delay when the ball has gone out of play. Gamesmanship will not be tolerated.
 - iv. Not lean on or hang over the Field Boards.
 - v. Work in coordination with the other ball kids to make certain only one ball is returned to the field of play
 - vi. Refrain from talking to or receiving any instruction from or having any contact with any players or officials of the teams.
- k. If they are the host of the 2nd Leg Match in the Final Round, assist and cooperate with CONCACAF to coordinate the arrangements for the Post Match Awards Presentation on the Field immediately following the match.
 - l. Cover all costs associated with paragraph 4.7.

4.8 Visiting Team Responsibilities

Additionally, visiting teams shall:

- a. Arrive in the host city no later than the evening before the date that the match is due to be played
- b. Provide for their own international and local travel and transport and any costs incurred in obtaining visas
- c. Provide for their own hotel accommodation and meal expenses
- d. Pay any airport taxes, laundry costs and tips as are customary
- e. Make any reasonable request for guidance, information and assistance from the home team in good time
- f. Flight and Hotel Information - Advise the home team no later than one week before the match of their travel and accommodation arrangements. Check with the home team to be sure that the hotel they wish to use is not being used for the match officials.
- g. Special Requests - Advise the home team of any special requests such as a training field, transportation needs, beverages for the team, etc. no later than one week prior to the match.
- h. Practice balls and bibs - Supply their own practice balls and travel with all 15 green, gold and orange team bibs.
- i. Match promotion - when requested, the visiting team will make its coach and player available to the local media the day before the match for a maximum of 30 minutes either at the team training or at the team hotel as agreed upon by the teams, to assist in the promotion of the match.
- j. Supporters - advise the home team of the approximate number of supporters who will be attending and if they are aware of any problem supporters who might attend or might try to access the stadium.
- k. Cover all costs associated with paragraph 4.8 unless otherwise agreed by the host team

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Revenues

- 4.9 All revenues from gate receipts accrue to the home team, subject to the provisions of these Regulations including any levy on gross gate receipts payable to CONCACAF.
- 4.10 Participating teams agree to submit to CONCACAF, for pre-approval, the pricing plan for tickets to CCL games within 14 days of the announcement of the schedule of games.
- 4.11 Participating teams agree to submit to CONCACAF, for pre-approval, any plan to issue in excess of 1,500 complimentary tickets for any home game.
- 4.12 Participating teams agree to pay 5% of gross ticket revenue to CONCACAF within thirty (30) days of the match.
- 4.13 Clubs will provide to CONCACAF a detailed accounting of ticket sales and will, upon request, make their records available to CONCACAF for inspection within thirty (30) days of the date of the match.
- 4.14 All other revenues from the commercial exploitation of the CCL including but not limited to the sale of broadcast rights, sponsorship rights and merchandising rights, through whatever means, shall be retained by CONCACAF.

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5 Player Eligibility

- 5.1 Teams will be able to inscribe a Roster List consisting of a maximum of 30 players (30-Player List) no later than seven (7) days prior to their first match, at the start of the CCL season for the purposes of participating in Phase 1: Preliminary Round and Phase 2: Group Stage. If the initial and succeeding Roster Lists do not include the maximum 30 players, such Roster list may be increased in a manner consistent with these Regulations, including 5.3 below, provided the maximum of 30 players is not exceeded.
- 5.2 Teams will be able to inscribe a second Roster List consisting of a maximum of 30 players (30-player List) no later than seven (7) days prior to their first match, at the start of the Phase 3: the Championship Stage, for the purposes of participating in the remainder of the CCL season. If the initial and succeeding Roster Lists do not include the maximum 30 players, such Roster list may be increased in a manner consistent with these Regulations, including 5.3 below, provided the maximum of 30 players is not exceeded.
- 5.3 Once having been properly inscribed on a Roster List for one Team, in any Phase, a player may not be inscribed on the Roster List for any other Team in the CCL in the same season of competition, in any Phase.
- 5.4 Players must be under contract to the Team in question, properly registered with the appropriate National Association and eligible to play in any league game for the current playing season per the FIFA transfer deadlines in each country.
- 5.5 Additional players properly contracted to a Team during the relevant FIFA transfer windows may also be inscribed to the Roster List, subject to 5.3 above, so long as the maximum of 30 inscribed players is not exceeded.
- 5.6 For the avoidance of doubt, a player already inscribed by a team in the CCL during the Preliminary Round/Group Stage phase or for the Championship Stage may not be deleted from the Roster List for any reason whether illness, injury, inability to travel, suspension, transfer of registration to another team, release from the team or for any other reason.
- 5.7 Clubs must submit their 23 Player Roster to their opponent and to CONCACAF no later than 48 hours prior to kick-off of the relevant CCL game. Such roster must be comprised entirely of players on the previously mentioned Roster List (30-player List).

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- 5.8 No reinforcement players may be registered
- 5.9 All players that will travel to Away games must be in possession of a valid passport (or other such documentation as will enable them to travel to play in Away games) and be eligible to apply for and receive any relevant visas.
- 5.10 In the case of players participating only in Home games, or games within their own country, they must be in possession of a valid passport, driver's license or other state-issued means of identification.
- 5.11 After arrival at the venue of any CCL game, a representative of each club shall, upon request, submit to the Match Commissioner, or other authorized CONCACAF official, their Game roster of 18 players, selected from within the previously submitted 23-player Roster, along with the aforementioned identification documentation for verification at the Player Identification Check. Any player without the relevant documentation may be deemed ineligible to play.
- 5.12 Any team found to have fielded an ineligible player shall forfeit the match. The victory and, in the Group Stage, the resultant three points, will be awarded to the opposing team on the basis of a 3-0 score, or higher depending on the result of the match as describe in paragraph 6.8.

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6 Disciplinary Matters and Appeals

CONCACAF Disciplinary Committee

- 6.1 The CONCACAF Disciplinary Committee is responsible for enforcing the Regulations of the CCL.
- 6.2 In cases of infringement of these Regulations or unsporting behavior on the part of the participating teams, their players, staff and/or officials, or in any kind of incident, the CONCACAF Disciplinary Committee is empowered to:
 - a. Admonish, sanction, fine, apply a Group Stage points penalty, suspend and/or disqualify teams, their players staff and/or officials
 - b. Take action in accordance with FIFA's Disciplinary Code against any person(s) or National Association(s) which may violate the Competition Regulations, the Laws of the Game or the rules of Fair Play.
 - c. Prohibit violators from participating in a specific number of CONCACAF-organized tournaments in which they might otherwise have participated.
- 6.3 The CONCACAF Disciplinary Committee may refer to the CONCACAF Executive Committee any matter relating to an infringement of these regulations as it sees fit whether for further sanction or any other reason.
- 6.4 CONCACAF Disciplinary Committee decisions may be based upon written record or by conducting a hearing.
 - a. When making a decision, the CONCACAF Disciplinary Committee may refer to the reports made by the referee, assistant referees, fourth official, match commissioners, referee inspector, general coordinator, technical delegate, security officer and any other CONCACAF staff or officials present. Such reports may be used as evidence but only in so far as the disciplinary aspects of the case being dealt with are concerned and shall not affect a referee's decision regarding facts connected with play.
 - b. At its discretion, the CONCACAF Disciplinary Committee may convene a personal hearing and will decide any procedures to be followed. Decisions of such hearings shall only be valid if at least three members of the CONCACAF Disciplinary Committee are present.
- 6.5 The following decisions of the CONCACAF Disciplinary Committee shall not be subject to appeal:

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- a. Cautions and censures imposed on players, referees, assistant referees, fourth officials, team staff and officials, other persons or national associations.
 - b. Suspensions of up to two matches, or of up to two months, imposed on players, referees, assistant referees, fourth officials, team staff and officials or other persons.
 - c. Fines imposed on players, referees, assistant referees, fourth officials, team staff and officials, other persons (not exceeding \$10,000US) or Member Associations (not exceeding \$30,000US).
- 6.6 The appropriate Association under the provisions of its own Regulations shall punish any other offenses that may be committed during the course of the CCL by Team officers, technicians or other personnel for Championships and Competitions. For this purpose, the Disciplinary Committee shall refer to the appropriate Association the referee's report of the match in question. The Association will, in turn, report back to the Disciplinary Committee on the resolution of the matter and any disciplinary action taken.
- 6.7 If a team does not report for a match, except in cases of force majeure recognized by CONCACAF, or if it refuses to commence or continue to play, or leaves the stadium before the end of the match, the team shall be considered to have lost the match with a score of 3-0 or more, if in the case of an abandoned match, the winning team had already reached a higher score at the time the guilty team left the field. In the Group Stage, the three points shall also be awarded to the winning team.
- 6.8 If a game is suspended due to withdrawal, the team(s) refusing to complete the game shall be ineligible to participate in the next two CCL seasons.
- 6.9 Any other infringement of these Regulations, whether by players, referees, officials, coaches or officers that are punishable by economic sanctions shall be reported to the General Secretariat for consideration by the Executive Committee.
- 6.10 All economic sanctions assessed must be paid by the appropriate Association no later than sixty (60) days after notification. Unless otherwise specified, the total amount of all fines will accrue to CONCACAF.

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CONCACAF Appeals Committee

- 6.11 The CONCACAF Appeals Committee shall hear appeals eligible to be lodged against decisions taken by the CONCACAF Disciplinary Committee.
- 6.12 Such appeals process shall be conducted in accordance with the FIFA Disciplinary Code.
- 6.13 The CONCACAF Appeals Committee shall reach its decisions on the basis of the documents and the other means of evidence contained in the Disciplinary Committees file. The CONCACAF Appeals Committee may additionally, at its sole discretion, also consider additional evidence, including television and video recordings, which it considers relevant.
- 6.14 Decisions pronounced by the Appeals Committee are final within CONCACAF.

Protests

- 6.15 Protests subject to the following provisions are objections of any kind connected with matches of the competition.
- 6.16 Protests shall be submitted in writing to the Match Commissioner at the match not later than two hours after the game and followed up within 24 hours of the game finishing with a written report, including the original protest, to be sent to CONCACAF General Secretariat by fax.
- 6.17 Protests for reasons outlined in paragraphs 6.18, 6.19 & 6.20 must be accompanied by a check in the amount of \$500 USD payable to CONCACAF.
- 6.18 Protests against the eligibility of players chosen to take part in the Final Phase shall be submitted in writing to the Match Commissioner not later than two hours after the match in question.
- 6.19 Protests against any incidents that occur during a match shall be directed to the referee by the team captain immediately after the disputed incident and before play has been resumed. The protest shall be confirmed in writing to the Match Commissioner at the match not later than two hours after the match in question.
- 6.20 Protest against the state of the pitch, the markings, the accessory equipment (goals, etc.) or the football shall be made in writing to the referee before the start of the match by the official responsible for the team lodging the protest.

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- 6.21 If, in the opinion of either participating team, the turf becomes unplayable during the match, the captain of the team concerned shall immediately inform the referee in the presence of the opposing team's captain.
- 6.22 No protests may be made against the referee's decisions on points of fact connected with play, such decisions being final.
- 6.23 National Associations, teams and other participants in the CCL may not bring disputes with CONCACAF before a Court of Justice and they shall undertake to submit any such disputes without reservation to the jurisdiction of the competent authority of CONCACAF and FIFA.
- 6.24 If an unfounded or irresponsible protest is lodged, a fine may be imposed.
- 6.25 The expenses, which arise from a protest, shall be charged by CONCACAF, either wholly or in part, to the losing party.
- 6.26 Once the winning team of the CCL has been proclaimed, any protest or complaint about the sports procedure followed during the competition shall be disregarded.

Disciplinary Procedures - Players

- 6.27 Notwithstanding the above provisions, any player cautioned or sent from the field of play by the referee shall be subject to the punishments specified in 6.28, 6.29 and 6.30. Such punishments are automatic and are not subject to appeal. These punishments may be augmented by the CONCACAF Disciplinary Committee and any such augmentation is subject to the appeals process previously defined.
- 6.28 Any player sent from the field of play, whether directly (a straight Red Card) or as a result of two cautions (two Yellow Cards) in the same game, is suspended for the next game in a CONCACAF Club event.
- 6.29 Any player to accumulate two single yellow cards in two different matches in the CCL is suspended for the following game. Thereafter, each time a player accumulates two single yellow cards in two different matches, he will be suspended for the following game with the exception that single cautions will be eliminated at the end of the Group Stage and at the end of the Championship Round.
- 6.30 Un-served suspensions as a result of a red card may be carried-over to the following Champions League seasons, when a player or club is next eligible.

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7 Doping Procedures

- 7.1 Doping is prohibited.
- 7.2 CONCACAF shall apply the FIFA Disciplinary Code and Doping Control Regulations, as well as all other relevant FIFA directives with respect to doping, including any changes in the doping control procedures and/or list of prohibited substances that may occur during a season. CONCACAF shall determine in its sole discretion the frequency of drug testing.
- 7.3 Clubs and players shall be responsible for knowing the current FIFA Doping Control provisions and list of prohibited substances.
- 7.4 CONCACAF shall be responsible for the approval of the World Anti-Doping Agency (WADA) - accredited laboratory, which will carry out the analysis of samples.

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8 Laws of the Game

- 8.1 All matches will be played under the Laws of the Game as promulgated by the International Football Association Board (IFAB).
- 8.2 In the case of any discrepancy between the different language versions of the Laws of the Game, the English language version shall be considered authoritative.
- 8.3 A maximum of fourteen persons shall be allowed on to the team bench including no more than seven substitute players and no more than seven team officials. The names of these persons and their functions must be indicated on the form provided by the fourth official prior to the match.

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9 Duration, Extra Time, Penalty Kicks

- 9.1 Each match shall last ninety minutes, comprising two periods of forty-five minutes with an interval of fifteen minutes in between.
- 9.2 If, in accordance with the provisions of these regulations, extra time must be played as a result of the two teams being tied on total goals scored and total AWAY goals scored following the second leg of a home and away knockout series, it shall always consist of two periods of fifteen minutes each, with an interval of five minutes at the end of normal playing time, but not between the two periods of extra time.
- 9.3 Should one team score more goals in extra time than the other, it shall be declared the winner.
- 9.4 If the teams are still tied at the end of extra time, kicks from the penalty mark shall be taken to determine the winner, in accordance with the procedure laid down by the International Football Association Board and published by FIFA.
- 9.5 Clocks in the stadium showing the amount of time played may run during the match, provided that they are stopped at the end of normal playing time in each half, i.e., after forty-five and ninety minutes respectively. This stipulation shall also apply in the event of extra time being played (i.e., fifteen minutes of each half).
- 9.6 At the end of the two periods of regular playing time (45 and 90 minutes), the referee will indicate to the fourth official, either orally or by gesturing with his hands, the number of minutes he has decided to allow for time lost. This applies also to the two periods of fifteen minutes of extra time. Each allowance for lost time shall be announced to the public by the fourth official using the substitution cards or electronic display boards and by the public address announcer.
- 9.7 If a match is interrupted before the completion of normal playing time or extra time due to reasons of force majeure, a repeat match lasting 90 minutes shall be arranged for the following day, thus avoiding considerable extra expense for the visiting team. If it is still impossible to play the match the next day for the same reasons, the match may be postponed by another day provided both teams agree. If the match can still not be played on the third day, the expenses thus incurred by the visiting team shall be divided equally between the two teams.

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10 Stadium, Balls

10.1 Each club organizing matches in the Final Phase shall be responsible for and ensure that the stadia and its facilities in which the matches are to take place fulfill FIFA requirements and comply with the standards of safety and security required for international matches including staffing levels in the venue. In the event that the match is not played in the home venue of a club, as provided by 10.2 below, CONCACAF may request verification of compliance from the National Association where the match is to be played. The fields of play and the accessory equipment shall comply with the provisions stipulated in the Laws of the Game. The fields and the facilities shall be in optimum condition.

10.2 Stadium Location

- a. The home venue selected by the participating team should be the stadium usually used by the team for its home games.
- b. In the event that the team's usual stadium does not meet the minimum criteria established in these Regulations and other CONCACAF policy documents, the team will be required to make all reasonable efforts, determined in the sole discretion of CONCACAF, to cause the venue to meet such standards at no cost to CONCACAF.
- c. If after exhausting all reasonable efforts, the team's usual stadium does not meet the minimum standards, teams will be permitted to select an alternate venue, which is subject to the approval of CONCACAF, as their home stadium provided such venue is located within the same country.
- d. If no stadium in a country meets the CONCACAF minimum standards, then no team from that country will be permitted to participate in the tournament that year.

10.3 Stadium Availability

- a. Stadiums must be made available at least 2 days before each game for CONCACAF staff and officials to conduct inspections, to install CCL signage or to conduct any other activity reasonably requested.
- b. Stadiums must be made available to visiting team for the purposes of one hour training either the day before, or the morning of, the scheduled game unless such training would, in the view of the match referee, match commissioner or other CONCACAF official, cause excessive damage to the playing surface. The visiting team shall be given preference with respect to the time they wish to train.
- c. If the visiting team cannot train on the match field, the home team must advise the reasons why the field is not available, allow the visiting team

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to do a walk around the field to get used to the stadium and make a field of comparable quality and surface available to them.

- d. Stadiums must be available to be used for CCL on days and times as determined by CONCACAF at its sole discretion.

10.4 Stadium Seating

As a general rule, matches may only be played in all-seated stadia.

- a. If only stadia with both seating and standing areas are available, the standing space shall remain vacant.

10.5 Field Surface and Condition

- a. The games of the CCL may be played on natural or artificial surfaces.
- b. Where artificial surfaces are used, the surface must meet CONCACAF requirements for artificial turf. In such cases the visiting team must be permitted a minimum of two training sessions on the artificial surface prior to the game.
- c. The home team shall guarantee that the fields of play chosen for the Final Phase comply with the Laws of the Game. They shall be subject to the approval of CONCACAF.
- d. If the home team considers the pitch unfit for play, the CONCACAF General Secretariat shall be informed immediately, as well as the visiting team and the match officials before their departure. If the host team fails to do this, it will be obliged to cover all of the expenses incurred for travel, board and lodging of the parties involved.
- e. If there is any doubt regarding the condition of the pitch once the visiting team and the match officials have already left for the host city, the referee shall decide whether the pitch is playable or not. If the referee declares the pitch unplayable, the procedure to be followed is described in paragraph 10.5, f. below.
- f. If the match is interrupted before the completion of normal playing time or extra time (if required) because of extreme weather or for reasons outside the control of the host team, a repeat match lasting 90 minutes shall be arranged for the following day, thus avoiding the considerable extra expense for the visiting team. If it is still impossible to play the match the next day for the same reasons, the match may be postponed by another day, provided both teams agree. If the match can still not be played on the third day, the expenses thus incurred by the visiting team shall be split between the two teams.

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10.6 Lighting

- a. Since all games are evening games, they may be played only at venues where the floodlighting installations provide that the whole field is evenly lit to at least 800 Lux.
- b. An emergency power generation system shall be available which, in the event of a power failure, guarantees sufficient power for the safe egress of those in attendance.

10.7 Other Stadium Facilities. Each stadium shall, as a minimum, provide the following facilities:

- a. Separate locker room facilities for the home team, away team and match officials, meeting international standards in terms of size, quality, and basic amenities such as hot water, towels, as determined by CONCACAF.
- b. Controlled Areas that may serve as post game interview areas.
- c. Room for post-game press conference, air conditioned if available.
- d. Facilities to accommodate broadcast and production operations, consisting of at least 2 enclosed booths for radio and TV and preferably at least 2 enclosed TV booths and 4 enclosed radio booths.
- e. Controlled seating for no less than 50 media personnel for Preliminary Round and Group Stage games, 80 for Elimination Round games.
- f. A media room, preferably air-conditioned and with high-speed internet access for all attending media, television monitors carrying a live feed of the match, and food and beverages for all attending media.
- g. Provide a private, secured box or comparable seating area for the officials of the visiting team.
- h. Broadcast facilities for television trucks including parking space, security, and power and two (2) phone lines in the location where the production trucks will be parked.
- i. A fully operable public address system, audible both inside and outside of the entire stadium, and an operator or announcer qualified in its use.

10.8 Stadium Signage and Audio/Visual Branding

- a. Each venue must be free of any field level signage or advertising whatsoever, including corporate, civic, or team marks. Prohibited areas where no signage may appear includes, but is not limited to; Boards or banners on or around the field; Player tunnels; Bench coverings; Media interview areas; and emergency medical carts and workers used to remove players from the field during the match.
- b. There can be no restrictions, except in cases of national law, on what signage may be permitted to be displayed in the stadium by CONCACAF.

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- c. No commercial messages, other than those approved by CONCACAF, may be read over the public address system prior to, during and after a CCL game.
- d. If the stadium has a stadium video or message boards visible to fans attending the game, the use of such board is reserved for CONCACAF or for usages approved by CONCACAF explicitly and in writing.
- e. Each home team shall provide a public-address announcer and scoreboard operator to serve at CONCACAF's direction during each match.

10.9 Stadium Security

- a. For each match, home teams shall be responsible for developing a security plan which shall provide for the safety of all participants including home team, away team, and CONCACAF players, staff, officials and delegates from the time of arrival into the match venue until they depart. The plan shall also provide for a safe environment for spectators attending the match including a separately secured access and seating area for the visiting spectators. A copy of this security plan must be provided to the Match Commissioner upon his arrival in the venue for his information.
- b. Home teams shall also ensure the ability to manage any controlled zones including areas reserved for teams, officials, guests, delegates, staff, media or other groups as defined by CONCACAF.
- c. CONCACAF reserves the right to require any home venue to implement a credentialing system of CONCACAF's choosing.
- d. CONCACAF reserves the right to require additional security be provided, at its own discretion, and participating teams agree to provide such cooperation as may be required at its own cost.

10.10 Footballs

- a. The footballs for the CCL shall be supplied by CONCACAF.
- b. No other balls may be used in the stadium whether for pre-game training or for the game itself, unless authorized in advance in writing by CONCACAF.

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11 Kit and Equipment

11.1 A Club's Equipment must comply with the FIFA Equipment Regulations with the following modifications:

11.2 Uniform Colors

- a. The teams must communicate their preferred uniform colors to CONCACAF prior to the start of the CCL season and on a date determined by CONCACAF.
- b. CONCACAF will determine and inform the clubs and Match Commissioner of the Uniform Colors to be used by both teams and their goalkeepers and the match officials and inform them no later than the week of the match.
- c. The visiting team must, in any case, bring two sets of uniforms to the stadiums that do not conflict with the home team's uniform.
- d. If the Referee determines that a change needs to be made they will consult with CONCACAF on the changes and then advise the teams accordingly.
- e. The home team shall have its alternate uniform available in case of a conflict as determined by the referees. Each team shall have at least two uniforms of different color for their goalkeepers which do not conflict with the team uniform colors.

11.3 Player Names

- a. Players may be identified by means of their surname or an abbreviation or nickname on their shirts. The size of the lettering must comply with the requirements in the FIFA Equipment Regulations.
- b. The player's name on the shirt shall correspond with the name on the players' list.

11.4 Sponsor Advertising

- a. Teams must wear the uniform they wear in their current domestic league competitions. This may include, but must not exceed, such sponsor advertising as is normally displayed on the uniform for such games.
- b. In any case, the advertising of tobacco or distilled spirits, as well as slogans of a political, religious or racist nature or for other causes that offend common decency, is prohibited.
- c. If requested or required by CONCACAF, teams also agree to affix to one or both sleeves of the shirt tournament patches provided by CONCACAF in accordance with guidelines issued by CONCACAF.

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12 Marketing Rights and Obligations

Upon entering the CCL, teams agree to the following relating to sponsorship and marketing.

- 12.1 All intellectual property and commercial rights (including television, radio, internet, and merchandise) associated with the CCL and its name and marks are the sole property of CONCACAF.
- 12.2 Teams may not license any media rights for CCL, including television, radio, and internet.
- 12.3 Participating teams may use the names and marks of the CCL only if preapproved by CONCACAF.
- 12.4 Under no circumstances whatsoever, may clubs utilize CCL names & marks in conjunction with any corporate sponsor, except for the CCL corporate sponsorship bar that will be provided to all clubs, and which must be included in all game promotion.
- 12.5 All ticket designs must be pre-approved by CONCACAF and may bear no corporate or partner marks other than those of official CCL sponsors as designated by CONCACAF.
- 12.6 Teams may not produce or distribute any merchandise bearing the CCL logo inside or out of its stadium without the permission of CONCACAF.
- 12.7 CONCACAF reserves the right to control all merchandise sales at each CCL home game.
- 12.8 CONCACAF reserves the right to produce and distribute programs for each CCL game. Clubs may not produce or distribute programs or any other informational or promotional materials to fans.
- 12.9 Participating teams agree to provide to CONCACAF the right to use the official team marks on a royalty free basis and without restriction as follows:
 - a. For the purposes of promoting the event by CCL institutional and media rightsholders including television, radio, internet, media.
 - b. For use by official CCL sponsors, on a collective basis for the tournament as a whole and round by round with the remaining teams.
 - c. On all official CCL licensed merchandise.

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- 12.10 Participating teams will provide to CONCACAF, without unreasonable delay, a high resolution electronic version of the team logo in such format as is requested by CONCACAF.
- 12.11 Participating teams agree to incorporate the Sponsor Logo Bar on all print game promotional advertising and in any TV broadcast game promotional spots.
- 12.12 Participating teams agree to provide to CONCACAF, free of charge, the following tickets, suites and parking spaces
 - a. 4 suites for each game
 - b. A maximum 600 standard category tickets for each game
 - c. A maximum of 50 best category of tickets for each game
 - d. Parking Spaces - TBD
- 12.13 Additionally, participating teams agree to make available to CONCACAF up to 500 tickets, of any category, at a discount of 20%, subject to availability, for each game
- 12.14 Teams will provide to CONCACAF an allocation of space, of no less than 40,000 square feet, in close proximity to the stadium for the purposes of sponsor displays and activation, without restriction, subject to availability.
- 12.15 With the exception of permanent static stadium advertising signage not at field level or in camera view, teams shall not be permitted to make use of any signage or media, including stadium screens, public address system, or printed advertisements, or other promotional opportunity, at any CCL game unless with the explicit prior written approval of CONCACAF other than for such safety announcements as may be required by law and in emergency situations.
- 12.16 Informational messages, including the promotion of upcoming games, may be permitted if such messages do not carry any commercial association and if such messages are expressly approved by CONCACAF.
- 12.17 Teams must ensure that no promotional materials (ie, signs, thundersticks) are handed out to fans entering the stadium and that no promotional materials are allowed to enter the stadium without the approval of CONCACAF.
- 12.18 Failure to comply with the commercial guidelines and regulations will compromise the commercial viability of the CCL. Therefore, any failure to comply will result in stiff penalties for any guilty party in accordance with these Regulations.

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13 Media Operations and Media Relations

- 13.1 Participating teams agree to adhere to any media and broadcast guidelines published by CONCACAF in relation to the CCL
- 13.2 Teams shall facilitate the organization of any pre- or post-game media events, including flash zone interviews, as are requested by CONCACAF and in the manner determined by CONCACAF
- 13.3 In particular, CONCACAF reserves the right to allow or disallow any members of the media the benefit of access to CCL games at its sole discretion.
- 13.4 Participating teams will only provide or allow use of such media identification as is provided, or approved, by CONCACAF to be used by media, broadcast or other personnel. This includes bibs.
- 13.5 No player, official, member of staff or any other person associated with any team may publicly disparage the CCL in any respect.
- 13.6 Participating teams agree to implement and assist CONCACAF in applying such media credentialing process as may be required by CONCACAF.

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14 Referees and Match Officials

- 14.1 The CONCACAF Referees' Committee shall appoint the referees and assistant referees for all games. Two referees and two assistant referees shall be appointed for each game.
- 14.2 The referee and assistant referees chosen for each game shall be from a country whose Club is not included in the same group as the game in question.
- 14.3 The fourth official may be selected from any country, including that of the host team, in order to limit the cost of organizing games. The match officials shall be selected from the current FIFA international lists.
- 14.4 If the need arises, CONCACAF shall be allowed to replace any match official with an official from any country at its sole discretion in the case of force majeure.
- 14.5 The CONCACAF Referees' Committee decisions shall be final and not subject to appeal.
- 14.6 After each game the match commissioner, referee assessor and referee shall complete their designated official CONCACAF report forms. The Match Commissioner shall fax the following reports immediately following the match to the CONCACAF General Secretariat at:

Option 1

All matches except Mexico +1-212/504 8393
If in Mexico +5255/5004 4376

Option 2 +1-425/696 9626 Ted Howard's e-fax

Option 3 +1-212/308 1851 CONCACAF fax

But in no case later than twelve (12) hours following the match.

Another option is to scan and e-mail the report to:

- a. chuck.blazer@concacaf.org
- b. ted.howard@concacaf.org
- c. sheyla.romano@concacaf.org
- d. kerriann.alleyne@concacaf.org
- e. brian.trusdell@concacaf.org

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These are the reports to be sent:

- Match Summary
- Start Lists (Line-ups)
- Match Commissioner Report
- Referee Assessor Report (Prepared by Match Commissioner)
- Referee Report
- Incident Reports

After faxing the reports, the Match Commissioner shall hand the reports to the CONCACAF Venue Manager. The Match Commissioner must make and retain a copy of the reports in case the reports are not properly received by fax.

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15 Intellectual Property Rights

- 15.1 CONCACAF is the exclusive owner of all intellectual property rights of the competition, including any current or future rights of CONCACAF's names, logos, brands, music, medals and trophies. Any use of the aforementioned rights requires the prior written approval of CONCACAF, and must comply with any conditions imposed by CONCACAF.
- 15.2 All rights to the fixture list, as well as the matches in the competition, are the sole and exclusive property of CONCACAF unless expressly granted to another party pursuant to these Regulations. CONCACAF shall have the right to exploit the intellectual property rights as it deems appropriate in its sole discretion.

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16 Matters not provided for

- 16.1 The CONCACAF Executive Committee will resolve matters not provided for in these Regulations.
- 16.2 Decisions of the CONCACAF Executive Committee shall be final.
- 16.3 In the case of any discrepancy in the interpretation of the English, Spanish or French texts of these regulations, the English text shall be authoritative.

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Appendix A Entries

The following is the current allocation of teams in to the CCL.

Preliminary Round:

Teams in Pot A will be drawn to play against teams in Pot B (observing country separation in the case of the Panamanian teams).

Pot A:

MEX3, MEX4, USA3, USA4, CRC2, HON2, CAN1, PAN1

Pot B:

PAN2, GUA2, SLV2, CRC3, HON3, CFU1, CFU2, CFU3

Group Stage:

The following teams are seeded to the Group Stage and will be joined by winning teams from the Preliminary Round:

CRC1, SLV1, GUA1, HON1, MEX1, MEX2, USA1, USA2